## Resurfacing Travis

## Paving improves quality of life, appearance of housing area



Adrain Agular, a pavements specialist with Palomar Grading and Paving Inc., inspects the steam roller that is being used to resurface Armstrong Steet. The resurfacing project is scheduled to be complete Thursday.

In keeping with the tradition of improving the quality of life at Travis, a new

road resurfacing project is underway.
Palomar Grading and Paving Inc., has taken on a \$270,000 project to repave various areas of base housing, said John Thompson, project management team chief, 60th Civil Engineer Squadron.

With the resurfacing project in full operation, the project is expected to be

The work is being done around the hours of 7 a.m. to 5 p.m. and drivers are encouraged to avoid the Forbes Gate if possible, said Marc Nelson, job site superintendent for Palomar Grading and Paving, Inc.

Nelson said the job currently underway in the housing area includes the repaving of Armstrong Street and the replacement of decaying sidewalks which

The repaving of Armstrong Street is a continuation of work accomplished in the previous year, said Bob Massey, project inspector, 60th CES.

Massey indicated that Armstrong Street was chosen for resurfacing because it was in bad repair. He also stated that CES must prioritize the repairs based

"I try to determine the areas that are in the worst condition and we go from

Although the resurfacing project is high visibility, it's not the only improvement being made to the Travis infrastructure.

Recently, the parking lots of the Commissary and the Family Support Center have been resurfaced. Playgrounds have also been remodeled throughout the base and Thompson says improvements to the Fitness Center will be complete in

Travis' new control tower is almost complete with the old tower scheduled for demolition in January.

Starting in December, road repairs will begin from the Main Gate to Skymas

Beginning early in the new year, residents of base housing can expect remodeling work to be done on 30 houses within the Fairchild and Cannon Drive areas, said SMSgt. Rick Miko, deputy housing manager. He said that currently, there are roofing repairs being made to 17 houses within the area as well.

Another project within the housing area is the rebuilding of 56 old houses in the states street area. The area will be fenced off so the houses can be demolished and replaced with new houses.

Although there are a total of 182 houses in the area, only 56 will be replaced. The remaining houses selected for demolition or repair will be determined in

In the midst of the construction, there will also be new signs being put up to identify the 10 villages within the housing area, Miko said.

Miko said that because of all the improvements, his staff has really seen an

increase of smiling faces in the housing office.

"It's exciting being able to provide more housing," he said. Housing residents are not the only base residents reaping the benefit of home improvements.

Dormitory residents can look forward to 375 rooms being refurnished. The furniture is on order and will reach the dorms as soon as it arrives, said Miko. With a little help from the dorm residents, improvements, such as landscap ing with new rocks, will also be completed.

Whether it's resurfacing the roads or building new houses, Travis' leadership continues to prove its committed to making Travis a better place to live and

## Other improvements

July 6, 2000

September 2000

The Veterans Administration facility next to the David Grant Medical Center opens its doors to the public.

June 9, 2001

The first residents begin moving into Castle Terrace. The quality of-life initiative project yeilded 228 new homes.



technological advances.

Travis begins construction on a new air traffic control tower. The new building will provide a safer airspace due to its

Upgrades to the fitness facility will include a new basketball court, a martial arts room and new home

Travis spends more than \$250,000 on a new skate park. through a YOFAM 2 initiative

May 26, 2001